



*THE
JAY GEE
PROGRAMMING
COMPANY*

**ATARI
COMPUTER SOFTWARE
for the
HOME and CLASSROOM**

**1984
CATALOG
and
RETAIL
PRICE LIST**

*The Jay Gee Programming Company
7185 Blue Hill Drive
San Jose, CA 95129*



ATTACK OF THE SPELLING BEES™ is an educational arcade-action spelling game for ATARI Home Computers. It is intriguing, entertaining and educational for everyone ages 6 to adult. It teaches spelling in two ways: directly, by requiring the player to fill in missing letters in words; and indirectly, by impressing the images of correctly spelled words on the player through the use of words instead of the space ships, monsters, etc., used in conventional arcade games.

The game may be played solo or by two players simultaneously. The playing field is a rectangle surrounded by large colored letters. The player's token, a bumblebee, is positioned with the joystick near one of the large letters. The trigger is used to shoot the letter across the screen in an attempt to hit a word with a missing letter. A point scoring system provides objectives and rewards. A score board display of the five best scores and players' names, in the image of a beehive, is updated at the end of each game. The player selects one of three difficulty levels before starting the game. As the game progresses, the difficulty gradually increases based on the number of correctly spelled words.

The game diskette contains a list of 250 common words. Additional lists are available from Jay Gee (see list on back).

SPELLING BEES DEMONSTRATION is a reduced version: 50-word list, single player, no scoring features, uncopied, in the public domain. Return original diskette or cassette for 10% discount on full version.

Written completely in Assembly Language. **REQUIRES 32K** and Joysticks.

SA-000 ATTACK OF THE SPELLING BEES (Diskette) . . . \$39.95
SA-001 SPELLING BEES DEMONSTRATION (Diskette) . . \$ 5.00
SA-002 SPELLING BEES DEMONSTRATION (Cassette) . . \$ 5.00
SA-003 SPELLING LIST BUILDER (Diskette) \$24.95



DEVIL'S DARE™ is a superb implementation of the ancient Japanese game of GO-MOKU which employs artificial intelligence techniques to provide challenging advanced levels of strategy. On a colorful checkerboard, players race against time to get five tokens in a row (horizontally, vertically or diagonally) before the "devilish" computer does.

The game can be played by one to four players, ages 8 to adult. Players may choose among 12 different board sizes (from 5 x 5 up to 16 x 16) and three different skill levels. They may also choose to play against each other and the computer, or to combine forces and "gang-up" on the computer.

A game consists of "rounds" in which each player earns points based on how rapidly he makes his moves and who wins the round. Using a joystick, a player moves a colored token to the square of his choice and presses the trigger button. The selected square changes to his color and his move is complete. Each player moves in turn. The first player to get five tokens in a row wins the current round. A game is won when one player accumulates 5000 points.

SPECIAL INTRODUCTORY OFFER

Defeat the computer's fiendish strategy three times in a row and it will tell you its SECRET CODE number. Send us your number and we will refund your full purchase price (less \$3 for shipping and handling). Rules and restrictions apply; details provided with purchase.

Written completely in Assembly Language. **REQUIRES 16K** and joysticks. GTIA recommended for multiple-player use.

DA-000 DEVIL'S DARE (Diskette) \$24.95
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- Credit card charges only (VISA, MASTERCARD, AMERICAN EXPRESS).
- Complete the order form on the reverse side so you will have all the information needed in front of you before calling.
- Dial **800-227-1617** (In California 800-772-3545).
- When the operator answers, ask for "extension 217".
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- Complete the order form on the reverse side.
- Cut along dotted line, mail with payment (if paying by check or money order).
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PLEASE ALLOW 4 to 6 weeks for delivery.

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The Jay Gee Programming Company (manufacturer) guarantees that the products are free from operational "bugs" due to errors in the software implementation for a period of 90 days from the date of purchase. However, the manufacturer makes all judgments regarding the actual existence of such a bug. The manufacturer's liability in this case is limited to a replacement copy of the product with the problem corrected or, at most, the original purchase price.

The spelling lists for Attack of the Spelling Bees are guaranteed correct. If a purchaser discovers a spelling error within 90 days of purchase and reports it to the manufacturer, a replacement spelling list with the word corrected will be provided, and one free additional spelling list of the purchaser's choice will be provided, both at no expense to the purchaser. The manufacturer's liability in this case is limited to a replacement list plus the manufacturing and shipping costs of one additional list.

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The above guarantees and warranties do not apply to demonstration versions.

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Please provide the following information for our records:

Computer System: _____

Memory: _____ K _____ Disk Drives

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Cassette Recorder: ☐ Yes ☐ No

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SPELLING WORD LISTS

SA-101	First Grade Comprehensive	\$12.99
SA-102	Second Grade Comprehensive	\$12.99
SA-103	Third Grade Comprehensive	\$12.99
SA-104	Fourth Grade Comprehensive	\$12.99
SA-105	Fifth Grade Comprehensive	\$12.99
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SA-202	Grades 4-6 Comprehensive	\$16.99
SA-203	Grades 7-9 Comprehensive	\$16.99
SA-204	Grades 10-12 Comprehensive	\$16.99

SA-220 College Level Comprehensive \$14.99

SA-320	Most Commonly Used English Words	\$14.99
SA-321	Commonly Used Business/Secretarial Words	\$14.99
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SA-323	Synonyms & Homonyms	\$14.99

SA-401 Animal, Vegetable, Mineral \$16.99

SA-501	Computer Science	\$17.99
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SA-505	Mathematics	\$17.99

All Jay Gee Spelling Word Lists consist of at least 250 words. Each word list is on a separate diskette along with a printed list of the words contained therein.

SA-003 Spelling List Builder \$24.95

List Builder enables you to build your own word lists. It uses a simple line-number text editor which lets you create lists and add, delete, and change words.

For the ATARI 400/800/1200
Requires 16K Memory, joystick(s)
ON DISKETTE
ON CASSETTE



1-4 Player Strategy Board Game • The Jay Gee Programming Company

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DEVIL'S DARE

Introduction

DEVIL'S DARE™ is a game of skill and strategy for the ATARI 400/800/1200 Home Computer. On a colorful checkerboard players race against time to get five tokens in a row (horizontally, vertically or diagonally) before the computer does. It can be played by one to four players of ages eight to adult.

Players may choose between 12 different board sizes and three different skill levels. They may also choose to play against each other and the computer or to combine forces and "gang-up" on the computer.

A game consists of "rounds" in which each player earns points based on how rapidly he makes his moves and who wins the round. A game is won when one player accumulates 5000 points.

System Requirements

The minimum system requirements are an ATARI 400, 800 or 1200 with 16K of RAM and one ATARI 810 Disk Drive or one ATARI 410 Program Recorder (cassette). One joystick controller is needed for each player.

IT IS HIGHLY RECOMMENDED that your ATARI be equipped with a GTIA display chip. If you have an old ATARI with a CTIA you can still use this program but you will have trouble distinguishing between the different colors when playing with multiple players.

DEVIL'S DARE

Firing it Up

To start the game do the following:

- 1) Remove all cartridges from your ATARI Home Computer.
- 2) Plug-in one joystick controller for each player, always using the lowest numbered controller sockets.
- 3) Turn on the disk drive (or program recorder) and insert the DEVIL'S DARE game diskette (or cassette in which case you must also depress the PLAY button).
- 4) Turn on your computer and your TV set. If you are loading from cassette you must hold down the START key as you do this, then press RETURN when you hear a beep.

The game will start automatically. A little fanfare and animation is done to announce the game. When the sounds stop you are ready to select options and play the game. To repeat the fanfare, press BREAK followed by START.

How to Play

Choose the number of players and other options by using the OPTION and SELECT keys. The use and meanings of these is described in detail later. When you are ready to play press the START key.

The game board is displayed with all squares empty. Empty squares are colored blue. Each player has a different color in which his moves and his score are always displayed. The colors are:

- Player 1 : PURPLE
- Player 2: GREEN
- Player 3: YELLOW
- Player 4: RED

The object of the game is to get five squares of your color in a row either across, down or along a diagonal before the computer or one of the other players does.

DEVIL'S DARE

Each player starts each round with 1000 points. The scores are displayed across the top of the screen. When it is your turn to move your points start running down. They will do this until you make your move. At the same time a square of your color will light up near the upper left corner of the screen. Use your joystick to move this square on top of the board square where you want to move. Press the joystick trigger button to make your move there. You must put the moving square completely inside of an empty (BLUE) square. If you press the trigger anywhere else you will get a loud BUZZ and lose some extra points.

Depending on the game you selected the computer will either move once after each player moves or once after all the players have moved. The computer plays the color gray. Adjust your TV set color and tint controls so that you can see the gray squares on the black background. The last computer move always blinks for some time (depending on the SKILL level choosen) so you can see where it went last.

When a player runs out of points he is out of the round and has to wait while the other players finish the round. If all players run out of points then the board is cleared and the round starts over.

DO NOT PRESS THE START KEY while the game is in progress unless you want to CANCEL the whole game. When you do this you will go back to the option selection display and all totals for the current game will be wiped out.

End of a Round

If a player or the computer wins the round (gets five in a row) or the board becomes filled up so that no one can win then the round is over. If there is a winner the winning row of five is flashed for a short time. If no winner then the background is flashed. Then the scores are shown.

DEVIL'S DARE

Scoring

A score display is placed on the screen after each round. Each player's score data are given in that player's color. When you have finished looking at this press the START key to begin the next round. If the game has ended then you will go back to the option selection display and you must hit START again to begin another game.

The total points for each player is kept from round to round. If the computer wins a round then nobody gets any points for that round. If a player wins then he gets the number of points that are left from his 1000 at the beginning of the round. If nobody wins because the board gets full then each player gets half of his remaining round points.

If you are playing a "gang-up" game and the players together win then every player gets his remaining points for the round added in. If you selected a "penalty" game and the computer wins then the player who moved just before the computer won loses the number of points that he used up from his original 1000.

End of a Game

The first player to get 5000 points wins a game. The number of games won is shown under the heading of "WINS" on the score display. If two players go over 5000 at the end of the same round then the higher one wins. If they are tied over 5000 then the game continues until a round ends where there is no tie.

Option Selections

When the name display is up (yellow background with a big flashing red DARE) you may select and change the different options. At the bottom of the display you will see a gray background area. The first line of characters (in green) shows you which option you are changing and the second line (in white) shows which choice you now have for that option.

DEVIL'S DARE

You may rotate through the all possible choices for the option by pressing the **SELECT** key on your keyboard. Each time you do this the choice line (white) will change to the next possible choice. Do this until you get to the one that you want.

You may switch to a different option by pressing the **OPTION** key on your keyboard. Each time you do this the green option line will change to show which option you are looking at and the white choice line will show the active choice for that option. Do this until you have changed all the options that you want.

The **BOARD SIZE** option allows you to choose the size of your playing board. The possibilities range from 5 by 5 to 16 by 16 but must always be square. The small sizes (5, 6, 7) are for small children and don't really make a good game. Sizes 8 through 11 are best for single players and the higher ones are better for multiple-player games. The best size to start with is 9 by 9.

The **SKILL LEVEL** option allows you to choose between three levels of difficulty: easy, medium and hard. This choice affects the strategy which the computer uses in making its moves, the speed with which you lose points when it is your move and the size of the moving square (the bigger it is the harder it is to get it inside of an empty board square). Start off with "easy" and go to harder levels when you are able to beat it.

The **NUMBER OF PLAYERS** option lets you choose from one to four players. Each player plays a different color and must have his own joystick.

The **GAME** option lets you choose: when the computer moves, who plays against who, and whether or not there are point penalties for letting the computer win. There are three games: cycle, everyother and gang-up. Everyother and gang-up also have penalty versions. Only the "cycle" game makes sense for a single player. You can choose the others but the game won't be much different. Start out with "cycle" and later experiment with the other games.

DEVIL'S DARE

Game Descriptions

CYCLE means that the computer makes a move only once each time around. Each player makes a move, then the computer makes a move and the cycle repeats.

EVERYOTHER means that the computer makes a move after each player moves. Player 1 moves, then the computer moves then player 2 moves, then the computer moves, and so on for each player.

GANG-UP is like everyother in that the computer moves after each player. However, instead of each player playing against each other and the computer the players join forces and play together against the computer. In this case, five player squares of any color in a row wins the round. If the players win each player gets his remaining points added to his total.

PENALTY on either "everyother" or gang-up" is really just a scoring option; it doesn't change the playing rules at all. When you select a penalty version of a game and the computer wins a round then the player who moved **just before** the computer made its winning move is penalized by having some points taken away from his game total. The number of points is equal to the number which he used up during the round (1000 minus his points remaining).

Have Fun!

Think fast and move quickly. Sometimes its better to move fast than to lose points while sitting and staring. If you get to a point where you don't think you'll be able to win a round then try to force a draw so you get some points anyway. But, if your opponent has a lot of remaining points and you do not don't try to force a draw because a draw would give him more points than you.

Jay Gee

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NOTE: THE PROGRAM IS RECORDED ON **BOTH SIDES** OF THE DISKETTE OR CASSETTE. BE SURE THAT NEITHER COPY IS USABLE BEFORE APPLYING FOR A REPLACEMENT!

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ATARI®

ATARI 400™ Home Computer

ATARI 800™ Home Computer

ATARI 1200™ Home Computer
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ATTACK^{OF} THE SPELLING BEESTM



Educational Arcade Game for 1 or 2 Players

The Jay Gee Programming Company

\$39.95

SUMMARY FOR PARENTS AND EDUCATORS

ATTACK OF THE SPELLING BEES™ is an educational arcade-action spelling game for ATARI® Home Computers. It is intriguing, entertaining and educational for everyone ages 6 to adult. It teaches spelling in two ways: directly, by requiring the player to fill in missing letters in words; and indirectly, by impressing the images of correctly spelled words on the player through the use of words instead of the space ships, monsters, etc., used in conventional arcade games.

The game may be played solo or by two players simultaneously. The playing field is a rectangle surrounded by large colored letters. Within the rectangle is the playing field where words with missing letters bounce around. The player's token, a bumblebee, is positioned with the joystick near one of the large letters. The trigger is used to shoot the letter across the screen in an attempt to hit a word with a missing letter. "Wild cards", which look like wasps, can be used in place of any letter when the player is stumped on a word. If, after a period of time a word is not completed, its correct spelling is flashed for an instant and the word is temporarily taken out of play.

A point-scoring system provides objectives and rewards. Players score points for correct letters and for completing words. Bonus letters and bonus words keep the game interesting by providing variety. Before starting the player selects the amount of time the game will last. The object is to get as many points as possible before the time runs out. A score board display of the five best scores and players' names, in the image of a beehive, is updated at the end of each game.

The player selects one of three difficulty levels before starting the game. As the game progresses, the difficulty gradually increases based on the number of correctly spelled words.

The game diskette contains a list of 250 common words. Additional lists are available from Jay Gee (see our catalog) at all grade levels and in various specialized categories.

SYSTEM REQUIREMENTS

The minimum system requirements are an ATARI computer with at least 32K of memory, a disk drive which can read single sided single density diskettes, and one or two joysticks.

LOADING THE GAME

To load the game into the computer:

- 1) Remove all cartridges from your computer.
- 2) Plug in one joystick for each player. The RED player uses stick number 1, the BLUE player uses stick number 2.
- 3) Turn on your disk drive and insert the GAME DISKETTE.
- 4) Turn on your TV set. Hold down the **OPTION** key on your computer and turn it on. Keep holding down the **OPTION** key until you hear the program start to load.

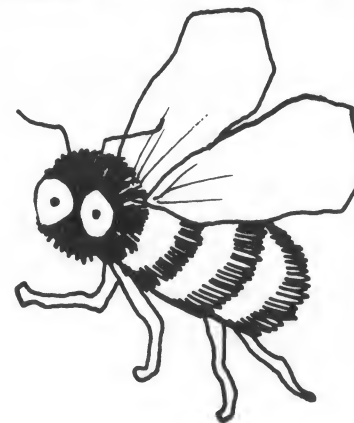
The game will load and start automatically. You will see the game board on the screen: a yellow playing field with a gray border on which the game choice menu is displayed. You may use the **SELECT**, **OPTION** and **BREAK** keys to change the way the game will play. Press **START** to begin playing.

HOW TO PLAY

Move your bee around the edge of the yellow playing field to pick out a letter to shoot by pushing the joystick forward (to go clockwise) or backward (to go counter-clockwise). You can fire the letter which is exactly next to, above, or below your bee by pressing the joystick trigger. Shoot straight out by keeping the joystick in the center position when you shoot. Shoot at an angle by holding the stick to the left or right when you press the fire button.

Press **BREAK** if you want to cancel the game before the time limit is up.

Press either left or right **SHIFT** key to freeze the game; press it again to resume playing.



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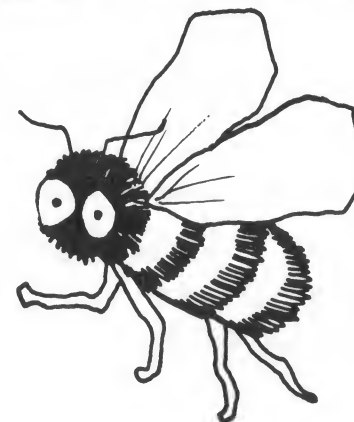
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Press **BREAK** if you want to cancel the game before the time limit is up.

Press either left or right **SHIFT** key to freeze the game; press it again to resume playing.



WORDS

As many as four words may appear on the screen at the same time. Words vary in length from 2 to 15 letters. When a word first appears on the screen, one or more of the letters appear as flowers (*). The harder the level you are playing, the more flowers there will be. The flowers show the places in the words where you must supply the correct letters. In order to "add" a correct letter to a word, you must hit a word with a letter it needs. When you hit a word with a correct letter, the flower is changed to the letter and you score some points. Occasionally a letter appears as a dollar sign (\$). These dollar signs are the same as flowers except that you get extra bonus points for getting them correct.

If you fill in the last missing letter in a word, you receive some bonus points and the word disappears. If you do not complete a word within about two minutes after it first appears, you will see the correct spelling flash in place. It disappears (but will probably come back later to haunt you with even more letters missing).

Once in a while a word appears in reverse (yellow on brown). For these words you must fill in the missing letters in order, from left to right. A correct letter which is not the next one in order does not get placed in the word and does not score any points. Scoring for these words is higher than for regular ones.

LETTERS

You select the letter you want to shoot from the large letters around the outside of the screen. The letters are red, blue or white. You can shoot only your own color or white. If you use your own color, you get more points. Once you have shot, you cannot shoot again until the letter bullet hits something or goes off the screen. The blank space left by the letter will be filled in with a new randomly selected letter within a few seconds.

WASPS

Wasps may appear in place of letters. If you use a wasp, it acts as a "wild card" and replaces any one missing letter in the word it hits. If you accidentally hit a wasp, you lose some points.

GAME LENGTH OPTION

Before starting the game, you may set the length of time you will play. Hold down the **OPTION** key until you reach the number of minutes you want to play (from 1 to 30). When the time is up, the game ends and you see the **BEEHIVE** and the best-five-scores display. If you beat any of the five, you will be allowed to place your name there. When you change the length of a game, the BEEHIVE gets cleared.

LEVEL OPTION

Before starting the game, you may change the difficulty of the game by selecting **BEGINNER**, **INTERMEDIATE** or **ADVANCED**. Difficulty level increases gradually as you complete each word.

CHANGING WORD LISTS

You may replace the standard word list with another list purchased from JAY GEE. Press the **BREAK** key and follow the instructions given on the screen.

SCORING TABLE

HIT	WITH			
	OWN LETTER	WHITE LETTER	OWN WASP	WHITE WASP
*	80	40	30	10
\$	120	60	45	15
*	160	80	60	20
\$	240	120	90	30

DOUBLE SCORE IF LETTER COMPLETES THE WORD.

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Claims against the above two guarantees should be made to the manufacturer at the address given below. Send the original diskette (postage prepaid) in protective packaging plus (1) proof of purchase (including price), (2) a brief statement describing the problem, and (3) your return address.

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The Jay Gee Programming Company
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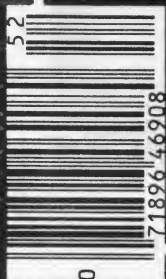
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PERSONAL COMPUTER GRAPHICS:

PUSHING TECHNOLOGY TO THE LIMIT



Electronic Antics



BY SCOTT MACE
Senior Editor

This week, games that make you think, and games that you can win. To an extent, every computer game makes you think, because you have to solve some problem in order to be a big success and win the admiration of your friends and family.

But most video games demand only that you have quick reaction times.

Fortunately, the world isn't entirely populated by video-game addicts. Thus, a number of games are coming out that are both intelligent and winnable. Perhaps there is a connection between the two qualities.

A good, winnable video game is like a jigsaw puzzle. There's the initial disorganization of the pieces and the mechanics of putting them together, after which you get the grand picture at the end.

MicroLab's Highrise is an intriguing use of the computer. MicroLab is so convinced of the educational value of this puzzlelike game that the company markets it under its Micro Learn label.

The object of Highrise is to build a tower of blocks to a certain height without falling over. You control a human running around at the bottom of the screen who must move back and forth selecting blocks to set on the tower.

The trouble is that these blocks are many different sizes and shapes. Some blocks are large and square and make the safest structures. But as time goes on, you have to use more and more odd-shaped pieces with narrow or off-center tops. You might have to discard many of these strange pieces in order to find the ones you need. If you miscalculate, the tower comes crashing down and you must start over.

Kids have been doing the same thing with wooden blocks for generations. But

the computer can generate a plethora of different block shapes, and the computer blocks won't fall over due to the unevenness of your living-room shag rug. This game is fascinating and certainly an intelligent break from space shoot-'em-ups.

A few months ago, a new company, The Jay Gee Programming Company of San Jose, California, showed a new game for Atari computers called Devil's Dare. The game takes place on a checkerboard. Players race to get five tokens in a row (horizontally, vertically or diagonally) before the computer does.

Devil's Dare is similar to the Japanese game Go. Each player takes turns building rows or blocking an opponent's rows. The computer opponent is diabolically tough, but if you should win enough rounds against it and up to three other humans, you win the game.

You can choose from 3 different skill levels and 12 different board sizes, ranging from a 5×5 to a 16×16 grid.

Jay Gee, like many new companies, is not listed with San Jose directory information, but you can write it at 7185 Blue Hill Drive, San Jose, CA 95129.

The educational possibilities of think-

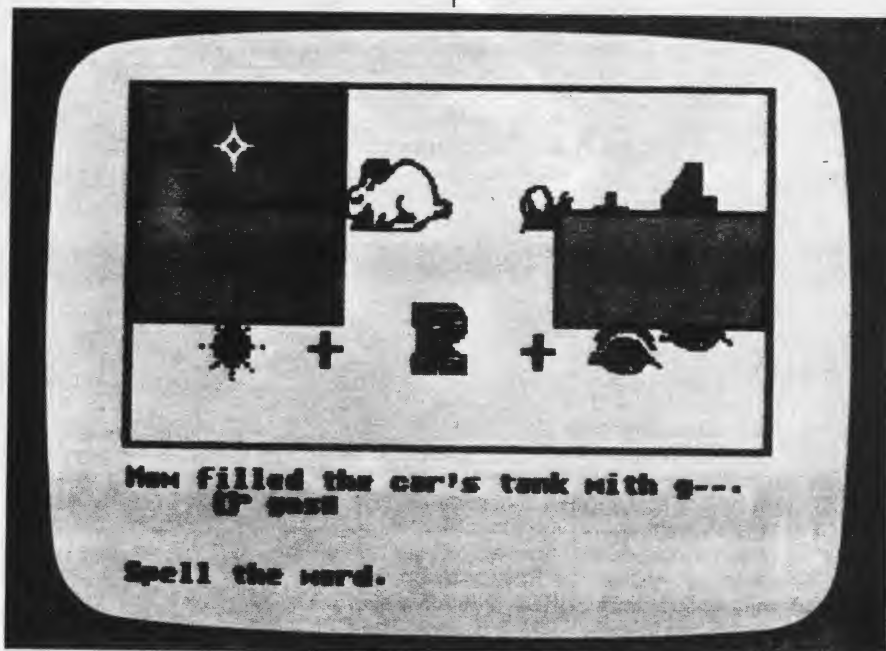
ing games are vast. One company, DesignWare of San Francisco, is producing games that use letters and numbers as puzzle pieces. Even parents will find most of DesignWare's games entertaining.

One new program from DesignWare is Spellagraph. Although this game is a little slow by arcade standards, it makes good use of the computer. Spellagraph is somewhat like the old TV game show "Concentration." The screen is divided into a grid pattern. Players choose a grid block and must solve a puzzle in order to reveal part of the screen behind the block. When the entire screen is uncovered, a rebus (picture puzzle) is there to be solved.

In Spellagraph, the first puzzles to be solved are fill-in vocabulary problems. At the start of the game, someone (parent or child) loads the game disk, then loads a second disk that has hundreds of spelling words known by 7- to 14-year-olds. Silver Burdett Company, a publisher of educational materials, created the vocabulary list.

After you have loaded the vocabulary words and loaded the game, the computer uses these words in the fill-in problems.

Spellagraph belongs right up there with the other new puzzle games. Games that make you think and games that you can win.



You solve a Spellagraph rebus by correctly spelling the missing word.



THE JAY GEE PROGRAMMING COMPANY
7185 BLUE HILL DRIVE
SAN JOSE, CA 95129
(408) 257-7795 or 227-6252



Greetings!

Welcome to the world of Jay Gee Learning Games.

Jay Gee believes that the time is ripe for home computer games to move from shoot-'em-up to learning . . . but not all at once.

Thus the Attack of the Spelling Bees™, where the player is still firing missiles at nonhuman challengers but in the process learning to spell. And Devil's Dare™ (based on the ancient Japanese GO-MOKU), where players match wits with the computer, racing against time to line up their five tokens before the diabloical machine can outguess them.

Located in the heart of Silicon Valley, Jay Gee is the brainchild of John Golini, whose credentials include 14 years as a programmer and system architect, as well as teaching experience on the Computer Science faculty of the New Mexico Institute of Mining and Technology.

Jay Gee games are designed to run on Atari home computers because, in their price range, they are tops in the power and quality needed to make these innovative games truly effective. Future plans for Jay Gee are to find more new and useful applications for home computers, as these machines become as ever-present as the telephone.

See our demo at Booth 79.



FOR IMMEDIATE RELEASE

FOR MORE INFORMATION CONTACT:

Phyllis Wright, (408) 227-6252 or (408) 257-7795

PRACTICE YOUR SPELLING SKILLS WITH ATTACK OF THE SPELLING BEES, A NEW ARCADE GAME FROM THE JAY GEE PROGRAMMING COMPANY

San Jose, CA, September, 1983--The Jay Gee Programming Company has developed an educational arcade game aimed at practicing word spelling in an entertaining and competitive way.

Named "Attack of the The Spelling Bees", the new computer game runs on Atari computers and features 250 built-in words. Up to four words at a time appear on the screen with letters missing, and bounce off the walls, while colored letters move around the edges.

The player will have to maneuver his bee to the correct letter, aim and fire it through the bee's sting at the incomplete word.

The score depends on whether the player hits a word with a correct missing letter. Shooting a letter of the same color as the player's bee or completing a word earns him even higher points. When a word is completed, it disappears from the screen and is replaced by a new one.

Together with letters, some "wasps" move around the screen. They count as "wild cards" and can be shot at a word, replacing any one missing letter with the correct one.

If a word stays in play for about 2 minutes without being completed, it disappears but will reappear at a later time. When a word approaches its time limit, its correct spelling will flash for a few seconds at the bottom of the screen allowing the player to fill it up before it disappears.

Once the player has mastered the 250 built-in words, he can order additional word lists from The Jay Gee Programming's catalog which offers not only general purpose words, but also specialized lists (e.g., for geography, history, science, etc.).

The Jay Gee's "Attack of the Spelling Bees" is particularly meaningful to those who wish to learn or to practice their spelling skills. This goal is reached in two ways: directly, by requiring the player to fill in missing letters, and indirectly, by impressing the images of correctly spelled words on the player. While teaching, it is also intriguing, entertaining and rewarding, requiring precision and quickness of reflexes as well as strategic skills.

Besides being fun to play, the game acts as an effective complement to daily practice and school teaching.

The minimum system requirements are an Atari computer with at least 32K of memory, a disk drive capable of reading single sided density diskettes and one joystick for each player.

The game is priced at \$39.95. It can be purchased by calling (800) 227-1617, extension 217 nationwide or (800) 772-3545, extension 217 within California and charging to a credit card, or by sending check, money order, credit card number and expiration date to the address below. Free brochure available. Write to address shown below.

The Jay Gee Programming Company
7185 Blue Hill Drive
San Jose, CA 95129

For Editors Only: Review copies can be obtained upon request by calling Phyllis Wright at (408) 227-6252.

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San Jose, CA, May 26, 1983--The Jay Gee Programming Company introduces Devil's Dare, a game of skill and strategy for all ATARI Home Computers.

On a colorful checkerboard, players race against time to get five tokens in a row (horizontally, vertically or diagonally) before the computer does. It can be played by one to four players of ages eight to adult.

Players may choose between 12 different board sizes and three different skill levels. They may also choose to play against each other and the computer or to combine forces and "gang-up" on the computer.

A game consists of "rounds" in which each player earns points based on how rapidly he makes his moves and who wins the round.

A game is won when one player accumulates 5000 points.

The game features a limited special moneyback offer. If the purchaser can beat the game within the FIRST TEN DAYS of purchase, the purchase price (less tax, shipping and handling) will be refunded by the author.

The game must be beaten three times in a row, in one-player mode, at the hard skill level, on a nine-by-nine board. When this is accomplished, the display will show a secret 10-digit code on the screen. When this is reported to the author, purchase price will be refunded.

The product requires 16K and one joystick per player. It is available on diskette or cassette.

The retail price is \$24.95. It may be purchased by calling (800) 227-1617, extension 217 nationwide or (800) 772-3545, extension 217 within California and charging to a credit card, or by sending check, money order, credit card number and expiration date to the address below. Free brochure available. Write to address shown below.

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Home Computer Software Manufacturing

Phyllis Wright
Business/Sales Manager

The Jay Gee Programming Company
7185 Blue Hill Dr.
San Jose, CA 95129

(408) 227-6252
(408) 257-7795